

L+R Auto-center Camera

R Rotate Camera

L Rotate Camera

B Discard Temporary Weapon

Y Move

A Pick Up Weapon/
Advance Text

R Attack

Start Pause Game/Skip Story

XBOX

GRABBED BY THE GHOULIES



0903 Part No. X09-93065



Get the strategy guide
primagames.com

Microsoft
game studios

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Table of Contents

The Story	2
The Characters	4
Getting Started	6
The Controller	8
Screen Display	10
Playing the Game	12
Challenges	18
Items and Secrets	20
Weapons	22
The Ghoulies	24
Game Hints	26
Staff Credits	27
Warranty	28
Customer Support	29

The Story

Any Haven in a Storm?

After walking for hours, Cooper's map-reading skills are proving less impressive by the minute, the storm is almost upon them, and the latest development reveals Cooper and Amber squinting up at a building that looms suddenly from the darkness...

Perched like a watchful vulture on top of a cliff, Ghoullhaven Hall broods over the shadowy landscape that forms its domain, lit by well-timed melodramatic zig-zags of lightning.

It's also noticeably absent from the map.

Cooper shudders. Personally, he'd rather brave the storm than seek shelter in what appears to be the set of some over-the-top 1960s horror film. Amber's not listening to his concerns, however; she's had enough, and manages to drag Cooper as far as the main gates before he insists on checking the map one last time, trying to work out the quickest route to *real* civilization.

Big mistake.

The next time he looks up, the creatures of Ghoullhaven have materialized out of thin air, bundled up the thrashing Amber and whisked her away into the depths of the haunted house! Within seconds, no trace of Amber or her captors remains and Cooper's world is turned totally upside-down. Stunned, he realizes he has no choice but to attempt a rescue.

What Cooper *doesn't* know is that there's more to Ghoullhaven Hall than meets the eye. A lot more. This first fateful appearance of its inhabitants has given him an inkling that it's not just your everyday dilapidated old mansion, but until he sets foot inside, he has no idea just how many Ghoullies cram the place from floor to rafters, where they came from, or how they fit into the master plan of Ghoullhaven's shadowy owner!



The Characters



Cooper

Our hero, an unsuspecting young everyman trying to make the best of his predicament and ultimately rescue Amber from the depths of this hair-raising Hall!

Cooper's girlfriend, who is *not* having a good day and isn't likely to see it improve much until Cooper (hopefully) manages to get her out of Ghouhaven.



Amber

Ghouhaven Hall's elderly Butler is one of Cooper's first contacts within the house, and soon proves himself to be an extremely valuable ally.



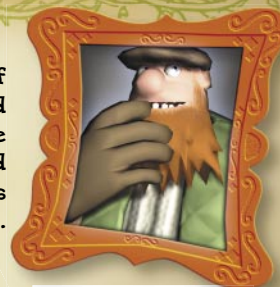
Grivens

The in-house Cook, whose culinary talents may later come in handy—just don't ask questions about her slightly odd choice of assistant.



Ma Soupwill

Official Groundskeeper of Ghouhaven Hall, charged with the unenviable task of patrolling and maintaining the gardens and outbuildings.



Fiddlesworth

The long-serving Housekeeper may look a bit rough around the edges, but she's worth keeping in mind as a source of Ghouhaven insider knowledge.



Babs Buffbrass

Right-hand man to the Baron of the Hall, Krackpot certainly lives up to his name and is a keen scientist with suspiciously close ties to the Ghoulies themselves.



Dr. Krackpot

The owner of Ghouhaven Hall, and the slightly unhinged mastermind behind Cooper's entire nerve-jangling ordeal. Is a final reckoning with the Baron inevitable?



Baron Von Ghoul



Getting Started

Can't wait to take a Ghoul by the horns? That's the spirit! Here's what you need to know in order to plunge straight into the adventure.

After the introductory sequence you'll see the Save screen, gateway to the main game. There are three separate slots available for you to save your progress, each as vacant as a zombie's head upon your first visit. Use **+** (D-pad) to highlight an empty slot, then press **A** to open it. Next, enter a name using **+** (move cursor), **A** (select), **L** or **R** (move text cursor), and **X** (toggle symbols).

Note: If you have a previously saved game, press **A** to open the slot or **X** to delete the save file. Once the slot is highlighted, **Y** displays info and stats on your progress.

Finally, you'll reach the slot's menu screen with three further options.

Play

Select this to throw yourself straight into the game. In a slot with saved game data you'll pick up Cooper's story at its most advanced stage, so if you'd rather start elsewhere, use the Replay Chapter option in the Features menu. Naturally you won't be able to jump to a Chapter *ahead* of those cleared of Ghouly infestation.

Features

From here (depending on progress made in the current save slot) you can replay completed Chapters, watch storybook scenes, listen to the soundtrack, view credits, access other game demos, and tinker with in-game options such as the camera mode and controller rumble.

Bonus Challenges

Track down and acquire hard-to-find Bonus Books (see Items and Secrets, pages 20-21) to unlock special Bonus Challenges. Successfully complete these to win trophies, which in turn unlock further tantalizing extras. Initially none of these Challenges will be accessible, so get searching!



Don't run before you can walk, sir! Some of those later Ghoulijes are most fearsome.

The Controller

L Rotate Camera

L + R Auto-center Camera

R Rotate Camera

Left Stick Move

B Discard Temporary Weapon

A Pick Up Weapon/Advance Text

R Attack

Start Pause Game/Skip Storybook Sequence

Pause Menu Options

- Left Stick** Go to Game Stats page
- Right Stick** Go to Map page
- B** Return to game
- X** Quit game
- Y** View Challenge rules (during Challenges only)

When Holding a Permanent Weapon

R (Right thumbstick):

Push in the direction of your attacker to swing the weapon, or hold it in that direction to fire!

Screen Display



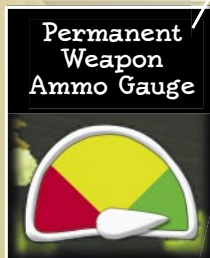
Cooper



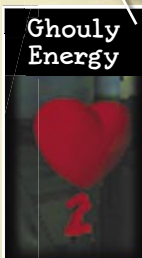
Permanent Weapon



Challenge Door



Permanent
Weapon
Ammo Gauge



Ghoulie
Energy



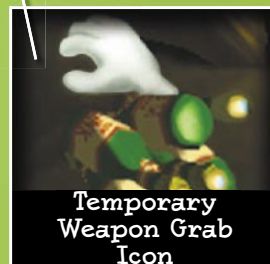
Challenge Icon



Cooper's Energy



Ghoulies



Temporary
Weapon Grab
Icon

Playing the Game

Getting Around in Ghouhaven

Just as Cooper is never quite sure what he'll find around every twist and turn of Ghouhaven's spooky corridors, it might come as a surprise to you that *Grabbed by the Ghoulies* isn't structured in the way you might expect.

More specifically, your fated route through the Hall isn't entirely straightforward. Cooper often receives hints and tips from unexpectedly helpful strangers, prompting nervous retracing of steps in search of secret passages, newly-opened doors, and lesser-known pathways. Sometimes the advice offered may even seem *too* helpful, but under the circumstances, who can afford to ignore it?

Certain rooms could end up being visited more than once, but don't expect to face the same situation behind those familiar doors each time. Cooper could pass through a room relatively unhindered once, twice, maybe three times, only to find a whole army of Ghoulies awaiting him on his next visit...

The moral of the story?
Don't take anything for granted!

Chapters

Cooper's entire trial by fear in *Grabbed by the Ghoulies* is split into Chapters. Each Chapter delivers a new main goal, beginning with the rescue of Amber from right under the Ghoulies' slimy noses. The fact that this occurs at the end of Chapter 1 should give our hero a hint that there may be more to this quest than he was expecting!

Having the story divided into Chapters also makes it easy to return to specific areas or restage your favorite battles through the Features menu of the save slot, without having to drag Cooper through the preceding perils and pitfalls over and over again.



Rooms

Ghoulhaven Hall and its grounds are split into over 50 rooms of various sizes which could be anything from a narrow, gloomy hallway with peeling wallpaper to a wide outdoor farmyard haunted by all kinds of eerily unfamiliar sounds and shadows.

Each Chapter of the game takes place over a number of rooms, some telling a more tangled and far-reaching tale than others. By the time he's wrapped up his business at Ghoulhaven, Cooper's likely to know the layout of the place better than Crivens himself!



Battling the Ghoulies

While Cooper might not have willingly chosen to be in this situation, he's certainly not going to let it get the best of him. Undaunted by numbers, he'll press the attack against oncoming Ghoulies with a vengeance, trusting in sheer bravado (and occasional blind panic) combined with a repertoire of armed and unarmed combat moves to see him through.

Regardless of whether or not Cooper's lucky enough to have picked up a weapon, **R** (Right thumbstick) is always used to launch his attacks. Movement is controlled separately by **L** (Left thumbstick). In combination, the two thumbsticks give Cooper the freedom to aim punches, kicks, and weapons in any direction, not just the one he's facing. You'll soon see how essential this is to overcoming the (sometimes terrifying) odds!

The range and variety of unarmed combat moves open to our hero comes as a surprise even to him, and the type of move executed depends upon distance from the target and position in the chain of attacks. See the Weapons section (pages 22-23) for more details on the arsenal of Temporary and Permanent Weapons stored deep within the mansion, and what spectral bottom-kicking advantages each of the different types has to offer.

Energy



A single pulsing red heart is used to represent Cooper's energy, shrinking and beating faster as he becomes weaker and more scared. In a further twist to the Ghoulies tale, initial energy levels upon entering a room are never fixed and can vary, potentially making encounters and Challenges (see pages 18-19) a lot trickier than they first appear!

Energy is lost by taking hits from the Ghoulies or falling victim to shocks. Should Cooper lose all his Energy, he'll go into a Faint. This is far from the end of the road, however, and you'll see no Game Over screen in *Grabbed by the Ghoulies*. Instead, Cooper returns to the start of the scene or another suitable point, ready to give it another shot.

Just try not to pass out too frequently, sir. What if your performance was being... rated?



Scares



Although Cooper's kept permanently on edge by Ghouhaven's chilly atmosphere and lurking tenants, it's the Hall's capacity for sudden Scares that can have the most shocking effect.

Scares are surprise events such as phones ringing without warning or Ghoulies popping up at windows, and if Cooper fails to avoid the visible Scare Sphere that these create, he'll lose control and become numb with fright. Not only does this make him almost impossible to move and too terrified to defend himself (hence the attack function lockout), it also means he will receive double damage if he's unlucky enough to be surrounded by attacking Ghoulies when it happens!



Super Scary Shocks

Think of these as more dangerous, high-risk Scares. A Super Scary Shock can crop up either

as part of normal play or during a special sequence, and is easily recognizable from the row of buttons that pops up onto the screen. It's a ghoulish test of reactions in which the buttons displayed must be pressed, in order and as quickly as possible, to help Cooper shake off the paralyzing fear. Taking too long to snap out of it will result in a loss of precious energy. Needless to say, you should beware the Super Scary Shock!

Challenges



These come in a whole range of ectoplasmic flavors and provide most of *Grabbed by the Ghoulies'* frantic in-game action. Variety is key here, as Challenges can involve achieving something within a time limit, taking out your

frustrations on the background scenery while in search of a hidden key, or simply surviving in the face of overwhelming odds.

Challenges don't automatically happen every time you visit a room, but you'll know it when they do. A Challenge begins when an exit door suddenly becomes a Challenge door. The Challenge requirements appear on-screen, and Cooper has no way out until the requirements are fulfilled. Beat the Challenge and the door opens; suffer a Faint and you'll have to learn quickly from your experience in time for the next attempt!

Break a rule or exceed the time limit and the Grim Reaper Ghouly appears, a truly alarming foe who can induce Fainting with a single touch. Cooper can persist at a Challenge even with the Grim Reaper hot on his heels, but it certainly won't be easy.

There are several sets of Challenge criteria, which are combined and shaken up later in the game to create increasingly wild situations.

CHALLENGE TYPE	REQUIREMENTS
 One Breed	Defeat all Ghoulies of a specific breed.
 Defeat All	Defeat all Ghoulies, regardless of breed.
 Find The Key	Locate a key hidden within a background object.
 Find The Ghouly Key	Pin down and overcome the Ghouly holding the key.
 No Weapons	Complete the Challenge without the use of weapons.
 Weapons Only	Complete the Challenge using only weapons.
 Don't Get Hit	Complete the Challenge without taking a single blow.
 Next One Different	Don't defeat Ghoulies of the same breed in succession.
 Number 9	Vanquish a specific number of Ghoulies.
 Number (Any Breed)	Vanquish a specific number of Ghoulies of any breed.
 Don't Defeat	Don't defeat Ghoulies of a specific breed.
 Don't Defeat Any	Don't defeat any Ghoulies at all!
 Limited Attacks	Complete the Challenge using a limited number of attacks.
 No Damage	Don't damage the scenery or furniture.
 Survive	Survive for the stated amount of time.
 Time Limit	Challenge must be completed within a time limit. This extra factor can be added to any of the Challenge types.

Items and Secrets

In the classic tradition of Sinister Enemy Hideouts everywhere, the main collectibles in Ghouhaven Hall are weapons that can be picked up and used to great effect against the local shambling denizens. Cooper's not complaining about this, but there *are* other items to be found which could prove even more valuable. Some of these will be supplied at the appropriate time, such as the all-important map; others lie scattered throughout the Rooms, there for the finding by anyone who takes a break from Ghouly-bashing to seek them.

Breakable Scenery

During Cooper's initial scuffles with the Ghoulies, it'll quickly become clear that various elements of the background scenery can be picked up or demolished. As soon as you discover that some surprisingly useful Temporary Weapons can be unearthed this way, there'll be no stopping you. However, note that thorough destruction of the Baron's ill-gotten property can yield further bonus items, such as...



Soupswill's Super Soups

Ma Soupswill is known for the restorative properties of her soups, and Cooper is likely to find more than a few cans littered around the household (Ma's way of making it available to a wide audience). Just be aware that some batches have had unexpected side effects, and not always welcome ones!

Bonus Books



Bonus Books can be found in every room of the Hall. Some rooms have more than one Book to offer, though only one at a time: different volumes from the same room must be picked up on later visits.

Collecting Bonus Books is by no means essential, but the number of Books found will have a direct impact on the range of extras laid open in the Features menu. Even when the game has been completed, you can replay individual Chapters to scour whole areas of Ghouhaven for Bonus Books with a minimum of backtracking.

Prisoners

A handful of the mansion's rooms are populated by bound and helpless victims of the Baron, who unfortunately can't be freed during Cooper's initial journey. Only in the later stages of his quest will he have the opportunity and the means to come back and save them. Maybe then he'll find out whether there's any kind of reward for doing so!



Weapons

All weapons obtained by Cooper during the course of his unplanned night out can be grouped into one of three categories: Permanent Weapons, Temporary Weapons and Special Temporary Weapons.



Permanent Weapons

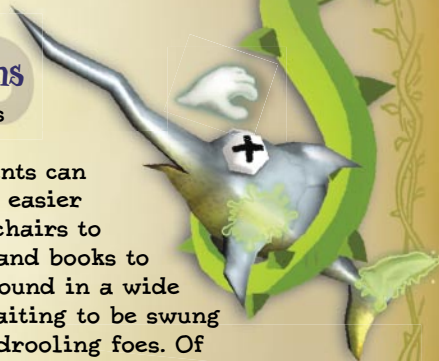
These are weapons passed on to Cooper at key stages in the game by other characters. Each is 'permanent' in that Cooper automatically makes use of the weapon until the time comes for it to be unceremoniously whipped from his hands.

Permanent Weapons are generally crucial to success at these key points, either because they can damage an otherwise invulnerable enemy (such as the vampire-unfriendly garlic blunderbuss), or because they provide another function alongside their value as a weapon (like the candle, which lights Cooper's way as well as being a hot item to use against mummies).

Each Permanent Weapon has a fixed level of ammo that decreases with use, but mercifully the meter refills itself when the weapon is not in action. While this means that ammo *does* have to be used sparingly at the risk of Cooper being attacked when the meter hits rock bottom, it also means that he'll never be unarmed and helpless for more than a few seconds at a time.

Temporary Weapons

These notable features of Ghouhaven Hall's interactive environments can certainly make things easier in a tight spot. From chairs to cues, vases to bottles and books to burgers, they can be found in a wide array of forms just waiting to be swung or hurled at Cooper's drooling foes. Of course, all have their limits—either in supply or in the number of hits that they can take before falling apart. When you see the Temporary Weapon Grab Icon, press **A** to take hold of the Weapon, **R** to attack and **B** to discard (if something better comes along!)



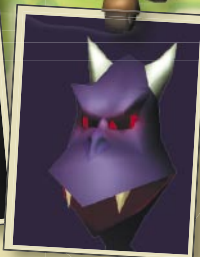
Special Temporary Weapons

Used as above, these are larger parts of the scenery that can't be picked up but can be manipulated as powerful fixed weapons, such as billiard tables and couches (watch for the Temporary Weapon Grab Icon). Again, each of them will only take so much damage before becoming useless. Cooper might want to address these shortcomings with Baron Von Ghou's interior decorator the next time he sees him.



The Ghoulies

The opulent rooms and darkened passageways of Ghouhaven Hall are home to all manner of Ghouly breeds, each and every one of them bearing an intense objection to Cooper's presence. Ghoulies can be humanoid, animal or object, alive or dead, animate or inanimate, but all are dangerous and must be overcome (preferably by hammering them to a pulp) if Cooper wants to rescue Amber and escape to the relative safety of the storm that continues to rage outside.



Due to the vast differences between Ghouly breeds, there are all sorts of ways in which Cooper can find himself injured if his concentration slips. He can be bitten, clawed, punched, burned, electrocuted, cursed and mummified by the hordes of zombies, mummies, skeletons, ninja imps, and items of haunted furniture that infest the corridors.

He'll also be shown no mercy when it comes to numbers—the Ghoulies have no intention of fighting fair, and if they can round up 15 or 20 of their kind to bear down on Cooper in a single room, so much the better!



Game Hints



Ah, there you are, sir. It's just me, Crivens.
A few more tidbits have occurred to me
that may be of some interest.

- You can deliver combinations of blows by holding **R** in the direction of attack, or single blows by just tapping **R**.
- You may wish to stun the closest Ghoulies before going in to finish them off, sir. This will buy you time if you find yourself surrounded.
- Don't be shy to initiate altercations with the environs—"trash the place," as I believe you youngsters say.
- Always be on the lookout for weapons, as even the most insignificant-looking object could prove a life-saver in the right situation.
- Keep an eye on the Challenge requirements at the top left of the screen, as playing by the Master's rules is the only way to progress... and to prevent a visit from the Grim Reaper!
- Scared out of your wits, sir? In that case I suggest you take a moment to calm down, as the Ghoulies will cheerfully inflict double damage while you're in this condition.
- Remember that you can rotate the camera with **L** and **R** (and center it by pressing both at once), as there are obvious tactical advantages to keeping all your foes in plain sight!

Staff Credits

Rare Credits

Game Design
Gregg Mayles
Steve Malpass
Gavin Price

Art & Graphics
Steve Mayles
Ed Bryan
Steven Hurst
Neill Harrison
Darren Nesbitt
Andrew
Pollington

Software
Chris Sutherland
Phil Baker
Michael Boulton
Will Bryan
Kieran Connell
Salvatore Fileccia
David Pashute
James Thomas
Mark Wilson

Music & Sound Effects
Grant Kirkhope

Voices
Steve Malpass
Estelle Ellis
Grant Kirkhope
Steve Mayles
David Pashute
Ed Bryan
Chris Sutherland
Louise Jacobs
Ben Cullum
John Silke

Quality Assurance

Huw Ward
David Wong
Richard Cousins
Gareth Stevenson
Chris Allcock
Robert Batch
Ross Bullimore
Simon Chang
Liam Davey
Andrew Kimberley
Christian Leech
Scott MacDowall
Luke Munton
David Parkinson
Hinesh Patel
Gary Phelps
Anthony Salway
Matthew Smalley

Production

Simon Farmer
Andy Wilson
Leigh Loveday

Executive Producers

Tim Stamper
Chris Stamper

Microsoft Credits

Program Management
Earnest Yuen

Test

Tom Arnold
Andrew Franklin
Sean Kellogg

Chris Hind
Sean Jenkin
Mike Vargas (Volt)
Cap Stahelin (Volt)
David Neel (Volt)
Ty Roberts (Volt)
George Townsend (Volt)
Steve Lang (Volt)

User Testing
Eric Schuh

Management

Jim Veevaert
Ken Lobb
Phil Spencer
Ed Fries

User Experience

Keith Cirillo
Dana Ludwig
Jason Groce

Localization

Jenni Gant
Dublin Localization
Japan Localization
Korea Localization
Taiwan Localization

Product Marketing

Chuck Frizelle

Print and Packaging Operations

Ernst Janson
Darin Stumme (Volt)

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2003 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, Xbox, the Xbox logo, Rare, the Rare logo, and Grabbed by the Ghouls, are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation.

Manufactured under license from Dolby Laboratories.

BINK Uses Bink Video. © Copyright 1997-2003 by RAD Game Tools, Inc.
VIDEO